

Infocard #1 Hidden Clues

3. Put the black box on the sonar equipment. Then send the black box to check the sonar system. See if he reports the black box.
2. Tell him about the black box in the Scimitar.
1. Look inside that "black box".

Infocard #1

TIP RANDALL—Tip is your closest pal and constant companion. Basically, there's nothing this guy can't do. He's an expert pilot, submariner, surfer, and swimmer. He's more of a jock than an inventor such as yourself, but his bulldog courage and rollicking high spirits make him a great companion in any adventure.

COMMANDER ZOE BLY—This woman's delicate beauty is hard to resist, but when you start to talk to her, wow—what a tough one she is. For one thing, she's a champion athlete and a superachiever. For the past three months now, she's been commander at the Aquadome. She's an Honor Graduate of the Navy Frogman School and the Galley Institute of Technology. You'll see soon enough that she doesn't have much patience with people who don't meet her standards. And that attitude tends to make some people real mad.

MICK ANTRIM—Mick was probably out earning a buck before most of us were even born. In fact, you won't find anybody who knows more about nuclear power, undersea navigation, or communications. That's pretty good for a guy who never had a formal education. Funny thing is, Mick doesn't like to settle arguments with his tongue; he'd rather use his fists. Naturally, he doesn't take well to Commander Bly's kind of discipline.

Infocard #2 Hidden Clues

3. Look at the Five True Pieces that
Tip brought along.

2. Ask Clifford Alpert to fix the
Scimitar.

1. Victor Krefect is in his dormitory
locker.

Infocard #2

MARV SIEGEL—This guy knows more about sonar gear than anyone at Inventions Unlimited. His experience comes from having worked for the Defense Department. He fits in well with his co-workers at the Aquadome, and has even learned how to scuba dive.

BILL GREENUP—Bill comes from a different background altogether. Basically he used to be a beach bum with a knack for scuba diving and “shade tree” mechanic work. Now he’s joined society in a big way. He’s cut his hair and found himself a job as a crack scuba diver at the Aquadome.

WALT “DOC” HORVAK—Walt’s probably the most dedicated scientist around, so dedicated that sometimes you get the impression he’s a loner. He’s always working on some new experiment or scuba diving. Walt doesn’t look like the “doctor” type, but he spent a lot of time working in a hospital before he got interested in marine biochemistry. If you’re looking for any kind of medical advice, he’s the one to ask.

Intocard #3 Hidden Clues

3 A _____ must be inserted
in the reactor. Sharon was supposed
to do it.

2 Has the _____ been
sabotaged?

1 Check the _____.

Infocard #3

SHARON KEMP—She's tresh out ot college—the Massachusetts Institute of Technology. Naturally, she's pretty familiar with all types of science and technology and this job as an inventor's assistant fits her well. Her father was a famous college professor and an old friend of your father's. In fact, sometimes you get the teeling that she's your own sister. But there's something about her that you just can't get close to.

AMY LOWELL—She's a Navy woman through and through. Always a tomboy at heart, Amy's been to the Navy Frogman School and had lots of neat jobs like this one. She's still in college at Columbia University and works at the Aquadome during the summer.

DR. JEROME THORPE—Dr. Thorpe is one ot those scientific geniuses who lock themselves up in their labs and discover things. Unfortunately, sometimes the things they discover or create aren't too good. Thorpe's claim to fame is his AH (AMINO HYDROPHASE) organisms that he supposedly manufactured from the AH molecule. There's an interesting article about him and his experiments in the Science World magazine.

Infocard #4 Hidden Clues

- [illegible]

Infocard #4

ENGINE COMPARTMENT—It is located through an access panel in the bulkhead just below and to the right of the control panel. If you have to enter this area **CRAWL CAREFULLY**. Too much movement or wiggling around may pose serious dangers.

EMERGENCY SURVIVAL UNIT—This equipment can save your life should your sub develop major problems. It has two parts:

1. An alarm that goes off if your sub runs low on oxygen or the air pressure starts to drop.
2. A needle that jabs you and wakes you up if you've passed out or don't answer the alarm.

EMERGENCY OXYGEN GEAR—This is a little canister of oxygen that you can wear around your neck. When you turn the valve, you can breathe air through a straw at the top. There is one canister in the Scimitar.

Infocard #5 Hidden Clues

3. **Don't forget the** under-seat storage **bin.**
2. **The gate won't respond to remote** control signal **without** the **key fob.**
1. **Check the** under-seat storage bin **under** your seat.

Infocard #5

SONARPHONE—Underwater communication relies on sound waves that are sent and received over this sonar transceiver. The Sonarphone has a loudspeaker for communicating messages. It comes on automatically when signals are incoming.

DEPTH FINDER—This device uses echo soundings to determine the depth of water under the sub. It is usually turned on when the sub is moving. During a dive, an orange warning light comes on and a warning buzzer sounds when the sub comes within 10 meters of the bottom. The light turns red and the buzzing becomes shriller when the sub comes within 5 meters of the bottom. You must take immediate action when this happens.

REACTOR—The Scimitar is powered by a midget nuclear reactor. The secret of the reactor is a special capsule that must be inserted into the reactor by the push of a lever that starts the fusion process.

Infocard #6 Hidden Clues

3. If you shoot the Snark with the Nuclear Starfish, it will be intact for scientific study.
2. The Black Pearl was last seen to the southeast.
1. Mr. Smith has a Universal Tool that fits anything.

Infocard #6

SONARSCOPE—This instrument works like radar and shows you solid objects or Sea Cat sonar signals within 2500 meters in any direction and at the same depth as the Scimitar. Reading the sonarscope is like reading the map in your game package. As you read it, remember your sub always appears directly in the middle of the screen. So, as you move, it may look as if the land is moving instead of you. If you're on a collision course with something, a yellow light will come on. This light will turn red and a loud buzzer will sound if you're within one turn of a collision. You should change course any time a yellow light appears.

TEST BUTTON—Many of your inventions have built-in self-testing devices. This troubleshooting circuitry is activated by pushing a test button. The test results are then displayed on a readout.

BRASS SEARCH LIGHT—This light comes on automatically when your sub descends beyond the depths of sunlight penetration. You can aim it left or right (port or starboard) to illuminate objects up to 1000 meters away.

Infocard #7 Hidden Clues

3. Fit the Prospecting Bazooka to the Scimitar's _____.

2. "Doc" may be able to make a Snark

1. Try the $\frac{1}{\sqrt{e}}$. It can probably dent anything.

Infocard #7

EXTENSOR CLAWS—These are remote-controlled devices on the outside of your sub and are used for hunting and probing. They extend up to 5 meters and can be swiveled and aimed in any direction. The commands for moving the claws are TAKE, DROP, AIM, SHOOT.

AQUATIC DART GUN—Originally designed as a tranquilizer gun, this dart gun may be helpful if you encounter a large creature. Each dart contains a tranquilizer and can be shot at a fish to make it drowsy.

The “49er” PROSPECTING BAZOOKA—This bazooka is useful for prospecting in undersea rock formations. Instead of a bullet, it fires a hollow tube that bores into rock. When it's removed from the rock, this tube contains a core sample that can be raised to the surface with a winch. The 49er is usually fired by a diver from a shoulder-held position.

SEA CAT—This interesting little craft is an Inventions Unlimited creation that crawls along the sea bed like an underwater bulldozer. The Sea Cat is segmented into two parts, the main body that crawls along the bottom, and a rear power pod that propels it. Mounted directly above the main body is a single rocket pod that can be fired in any direction ahead of the craft.

Infocard #8

COMPUTESTOR—A machine for trouble-shooting your inventions, machines, or systems. It is connected to several other machines in the lab. To use it type ASK COMPUTESTOR ABOUT (a device).

MICROWAVE SECURITY SCANNER—It sweeps the entire grounds of the Research Lab with harmless microwaves. Any human not wearing a special identification badge will be detected if they are on the property. If intruders are detected, the alarm will beep loudly.

ELECTRICAL PANEL—Inventions Unlimited generates its own electrical power. Your lab receives its power through the Electrical Panel that's located in the corridor just EAST of your lab.

CIRCUIT BREAKER—This breaker controls the power supply to all Videophone equipment in the lab. It can be tripped by anyone inside the lab by simply flipping the switch.

VIDEOPHONE—This communications device is connected to the Aquadome and all other Inventions Unlimited buildings. It's in the middle of your lab and it works like a telephone. But instead of just listening to the other person, you can look at them on a screen. Answer the videophone by turning it on, then turn the knob to tune it in.

IMPORTANT:
READ THIS CARD BEFORE YOU BEGIN.

The object of the game is to save the Aquadome from an unknown danger. You're not exactly sure what it is, but as a brilliant young inventor and member of the Discovery Squad, it's your job to find out and to do something about it. You'll have to navigate your sub, the Scimitar, to the Aquadome, and then start solving the mystery with the help of the people that work there.

Getting started

1. To start the game ("boot up"), see the Reference Card that's inside your SEASTALKER package.
2. When you see the prompt (>) on your screen, SEASTALKER is waiting for your command. There are three kinds of commands that SEASTALKER understands:
 - A. Direction commands such as GO WEST
 - B. Commands to do things such as LOOK AT THE BOOK
 - C. Commands given to people such as MARV, GIVE ME THE KEY
3. To go places, north, east, south, etc., just type the direction you want to go: N, E, S, W, NE, SE, SW, NW, UP, DOWN, IN, OUT. (Notice that you can type the eight compass directions with one or two letters.) Or type GO TO (a person, place or thing).
4. To do things, look at things, or explore places, just type whatever it is you want to do. For example: GO TO THE AIRLOCK; or OPEN THE HATCH; or EXAMINE THE BOOK are all commands that you might use. Once you

are familiar with simple commands, you'll want to try some more complex ones. Some examples of these can be found in the Logbook section called "Complex Commands for Master Submariners."

5. To give commands to people, just type their name, then a comma, then the command. For example: BILL, GIVE ME THE TOOL, or TIP, TURN ON THE SONARSCOPE.
6. Important! After every command, you should hit the RETURN (or ENTER) key. This will make SEASTALKER respond to your command.
7. The special line on your screen is the status line. It tells you three things: the name of the room or area you are in, your score and the number of turns you have taken during the game.
8. You can pick up and carry some items in the game. For example, if you type TAKE THE TOOL, you will be carrying the tool. You can type INVENTORY (or I) to find out what you are carrying.
9. If you have any trouble playing, just refer to the Scimitar Logbook for more detailed instructions and sample commands.
10. When you want to stop playing, save your place for later, or start over, see the instructions in the "Shore Leave" section of your Logbook.

Some clues to help you get started.

1. Answer the Videophone
2. Turn on the microphone
3. Ask Bly about the problem